

A Burglar's Fieldbook

Bilbo, Thief in the Night

THE COMPANY



ROLE

Stack regulator

BRACKET

3

CLOSE

T8-10

LOAD

Medium-high

01 PILOT ROUTE

- 01 Pack the library
Keep enough blue mana, one cheap setup piece, and a reason to attack.
- 02 Make passage
Equip or protect Bilbo before exposing him.
- 03 Choose one tool
Replay the artifact or spell that answers this turn's question.
- 04 Reveal the cache
Once artifacts and tokens are visible, animate them or protect one large threat.

02 PILOT FIT

LIKES. Choose this when you prefer patience, precise answers, and deciding which threat must not resolve yet.

LEAVES OPEN. A slower clock and one-for-one answers can be stretched by several staggered threats.

03 TABLE PROMISE

Comfortable middle-Bracket-3 Bilbo. I cast tools from my graveyard, interact on the stack, and close through visible artifacts or tokens; there are no deterministic combos, extra turns, or Game Changers.
FIVE-PLAYER HOME. Full company first; at four players, keep every deck ready for the next game.

04 REMEMBER

Bilbo, Thief in the Night
Spells you cast from anywhere other than your hand cost {1} less to cast.
Whenever Bilbo attacks, you may cast an artifact, instant, or sorcery spell from your graveyard. If an instant or sorcery spell cast this way would be put into your graveyard, exile it instead.

05 MULLIGAN

- Two to four lands with blue mana and one cheap mana or selection piece.
 - A safe-passage tool or a believable way to stock the graveyard before Bilbo attacks.
 - One contextual answer is useful; five reactive spells without an engine are not.
- SEND.** One-land hands, even when the baubles and cantrips look charming.





06 INTERACTION

- Stop the irreplaceable spell
Key cards: Arcane Denial, Counterspell.
- Buy one whole combat
Key cards: Aetherize, Desynchronization.
- Contest the second hand
Key cards: Soul-Guide Lantern, Stone of Erech.

07 VISIBLE CLOSURES

- Animate the cache
Key cards: Cyberdrive Awakener, Whirler Rogue.
- Rise at sorcery speed
Key cards: Rise and Shine, Metallurgic Summonings.
- Send the protected threat
Key cards: Kappa Cannoneer, Brotherhood Regalia.

08 YOUR FOUR OPPONENTS

The Great Goblin

EVEN · HOLD THE RESET

WATCH. A sacrifice outlet plus a wide board can turn removal into damage and cards.

ANSWER. Aetherize the attack, counter the recovery spell, or expose Stone of Erech before the death turn.

Beorn the Fierce

TEMPO EDGE · RESPECT THE DEN

WATCH. One protected trample turn can erase the time Bilbo spent curating the graveyard.

ANSWER. Keep a bounce spell for the committed combat and protect key equipment from Beorn's broad permanent removal.

Thorin, King of Durin's Folk

EVEN · ANSWER THE MULTIPLIER

WATCH. Treasure and finite ETB multipliers turn an ordinary Dwarf turn into the pod's largest burst.

ANSWER. Save Resculpt or a counter for Thorin, Gandalf, Kindred Charge.

Thranduil, the Elvenking

NECESSARY CHECK · SKILL MATCHUP

WATCH. Buried Alive and activated Elf abilities create hidden flexibility that scales with pilot knowledge.

ANSWER. Counter the graveyard setup or deploy Soul-Guide Lantern when the ability package becomes coherent.